ted alspach suburbia expansions

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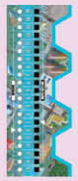
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Replace the sprues and foam from the base *Suburbia* box with these trays, and everything will fit in your original Suburbia box!

Go to beziergames.com for suggestions on how to store your tiles in the trays.

Suburbia Expansions Setup

Suburbia expansions can be added to the base game individually, or in any combination.

Building Tile Setup

When adding tiles from an expansion, take out an equal number of base game tiles of the same letter before shuffling each of the A, B, and C stacks.

Expansions Goals setup

Add the goals from any expansions in play to the main stack of goals, then shuffle all the goals before placing them faceup for all players and giving two to each player.

Border Tiles

Take the Border tiles from the expansions that are in use, shuffle them facedown, and place them in a stack. Place three of them faceup near the facedown stack of borders.

Bonus and Challenge Tiles

Take the Bonus and Challenge Tiles from the expansions that are in use, and shuffle them facedown. Choose 1 Bonus tile and place it faceup on top of the B stack. Take 1 Challenge tile, and place it faceup on top of the C stack.

5 Star Star Track Setup

If playing with the 5 Star Expansion's star track, place the star track faceup near the board, then a take a wood star from each player, shuffle them, and place them on the first spot of the star track. The player at the top of the stack is the start player; give them the 1st place turn order star, and give the 2nd place turn order star to the player below them, etc.

5th player setup

See the 5th player section in the 5th Player section of the Suburbia 5 Star page of the rules.

Suburbia Inc.

Define unique borders that provide you with extra benefits. Build more than a dozen new, powerful buildings to optimize your Income and Reputation. Take advantage of new Bonuses and Challenges (to boost your Income and Reputation) by achieving mid-game goals.

Expansion Components

Suburbia Inc. includes four different expansion components: Border tiles, Building tiles, Goals, and Bonus/Challenge tiles.

You may mix any combination of these components with the base game, as noted above. However, if you decide not to play with Borders, remove the Border bonus, Border challenge, Checkpoint tile, and European and Guard goals, as all of these are Border-specific. (They all have a Border icon on them, to make them easy to find.)

All *Suburbia Inc.* components have a white necktie icon on them.

Border Tiles

Borders are special tiles that define a borough's edge. After you place a Border tile, flip the top facedown Border tile and place it in the empty slot so that three Border tiles are available to take (unless you exhaust the facedown stack, at which time fewer Border tiles will be available).

During your first action in a turn, you may take a Border tile instead of any of the other options. When taking a Border tile, pay the cost printed on the left edge of the tile. Then place one of the angled slots of the Border tile adjacent to at least one hexagonal tile in your borough. Afterward, follow the Tile Effect Resolution Order rules in the base game, starting with step 2.

Treat a Border tile mostly like any other tile in your borough. Place Building tiles only in the slots where they fit. A Border tile must be adjacent to a Building tile, and may not be adjacent to another Border tile. Border tiles may not overlap another tile or your Borough board.

Borders are NOT one of the four main categories (Commercial, Residential, Industrial, or Civic), so you do not gain $2 when one is placed next to a Lake.

Like basic tiles, if you place a Border on your turn, you must discard a tile from the Real Estate Market at the end of that turn. Pay only the cost above the discarded tile on the Real Estate Market, not the price on the tile you're discarding.

You may place an Investment marker on a Border in the same way they are placed on other tiles: pay the cost of the Border tile again, and double any effects on that Border tile. Building tiles are considered adjacent to Border tiles only in the four angled slots along the top edge of the border.

You may take one available Border tile and place it facedown in your borough to create a Lake Border tile, with the same restrictions of a Lake tile. Lake Border tiles are considered Lake tiles for all goals and tile effects. You may not place a Lake Border tile adjacent to any other Border tile. Lake Border tiles are not considered Borders for purposes of the Checkpoint tile, the Border Bonus/Challenge tiles and the Guard and European goals.

New Building Tiles

Suburbia Inc. has 12 new, unique Building tiles. Refer to the Tile Reference Guide when using these tiles. Dale the Bot (Solo Game #2) never buys a Redevelopment Planner, never buys Borders, and never buys any tile that has a negative (red) Population effect.

New Goals

The Guard and European goals refer to the most and fewest faceup Border tiles in a player's borough, respectively. The Milton goal is for the player with the most Office icons. The Settler and Nomad goals are for the player with the most and fewest total of all the Commercial, Residential, Industrial, and Civic faceup tiles in their borough, respectively.

Bonuses and Challenges

Bonuses and challenges offer mid-game enhancements for players who meet certain requirements. Unlike goals, bonuses and challenges can be achieved by more than one player, as long as their requirements are met or exceeded.

Bonuses can increase Income after the A stack is empty. Challenges can increase Reputation after the B stack is empty.

When the next tile to go to the market is the first tile from the B stack, check the faceup bonus tile. Players who meet or exceed the criterion on the bonus tile increase their Income as directed. Return the bonus tile to the box, draw a new tile from the B stack, and continue playing.

When the next tile to go to the market is the first tile from the C stack, check the faceup challenge tile. Players who meet or exceed the criterion on the challenge tile increase their Reputation as directed. Return the challenge tile to the box, draw a new tile from the C stack, and continue playing.

Dale the Bot always receives Bonuses and Challenges, regardless of whether he meets their requirements.

Suburbia 5 Star

It's time to start growing your borough even more rapidly by turning your borough into a tourist destination. Build landmarks, monuments, and tourist traps to increase your reputation and income while determining the player order each turn.

Expansion Components

Suburbia 5 Star includes two expansion components:

- Fifth-player Components
- Star Building Tiles, Tokens, Border Tiles, Bonus Tile, Challenge Tile, and Goal Tiles

You may play with either or both of these additions to the base game, as noted on the previous page. If you are not using the *Suburbia Inc.* expansion, remove the bonus tile, challenge tile, and all Border tiles.

All *Suburbia 5 Star* components have a white star icon on them.

5th Player

When playing with a fifth player, follow the rules as in the base game.

Use five goals, and place five copies of the Heavy Factory, Community Park, and Suburbs tiles in the supply. Use the 5-player side of the Market board; there are eight spaces for Real Estate Market tiles on the 5-player Market board instead of seven.

New Building Tiles

Suburbia 5 Star adds 50 unique Building tiles to the game. Refer to the Tile Reference when using these tiles.

Every A, B, and C tile and all Border tiles with a white Star icon on the right edge are considered Star tiles. For conditional effects that refer to Star tiles, count each tile with a Star icon.

Stars and the Star Track

Star tiles introduce a new track for all players to compete on: the Star track. This track compares all players at the end of every round (a round consists of one turn for each player).

When you place a Star tile, move your Star token to the right a number of spaces indicated by the Gold Stars on the tile. Always place the token you are currently moving on top of any other tokens where it lands. When your Star token gets to the space with +1 Income below it, gain a one-time +1 Income. When your Star token gets to the space with the +1 Reputation below it, gain a one-time +1 Reputation.

As Star tokens approach the right side of the Star track, they might reach a space that has little silver stars below it. The number of silver stars below each space indicates how many Star tokens may land on that space. This number decreases until the last space, on which only one Star token may land. If you receive more Gold Stars than spaces available on the Star track, move your Star token as far to the right as you can (while respecting the rules above).

After the last player in each round takes their turn, check the Star track for following adjustments:

1) The player(s) with the most stars (even if they share the same space) increase their Population by +1.

2) The player(s) with the fewest stars (even if they share the same space) decrease their Population by –1.

3) Change player order so that the player with the most stars goes first, the player with the second-most stars goes second, and so on (ties are broken by top to bottom on a space). Give players the appropriate Turn Order tile to track this new player order.

At the end of the game, position on the Star track breaks ties for goals. Players higher on the Star track win ties with players lower on the Star track. Players on the same space on the Star track are still tied.

Dale the Bot

When playing the solo Dale the Bot game, Dale always chooses Star tiles over non-Star tiles unless he is ahead on the Star track by at least 3 stars (then he chooses tiles based on the criteria in the Dale the Bot section of the main Suburbia rules).

New Goals

The Hermit and Tourist goals refer to the number of Star tiles.

Bonus and Challenge

These tiles refer to the number of Star tiles a player has in their borough, not the location of the player's Star token on the Star track.

Suburbia Con Tiles

Con tiles provide buildings used by some of the most popular board game conventions in the world. The more of these you have, the more you'll benefit!

All Con tiles have a white die icon on them.

Suburbia Essen Tiles

Essen tiles provide buildings from the Essen, Germany area, where the annual Essen Spiel takes place each October. The more of these you have, the more you'll benefit, though you are limited to one of each type in your borough.

All Essen tiles have a white Spiel icon on them.

Suburbia Nightlife

Nightlife introduces buildings that have unusual effects, mostly associated with nighttime. Some Nightlife tiles interact specifically with other Nightlife tiles, while some interact with tiles from the base game and other expansions.

All Suburbia Nightlife tiles have a white moon icon on them.

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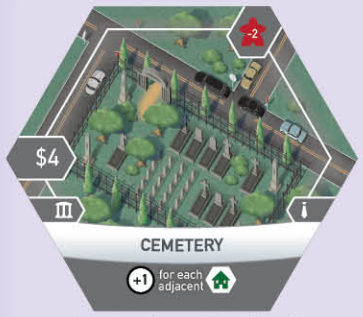
Suburbia Inc.

A Tiles (10)



–2 Population when placed, and **+1 Income** for each adjacent Residential tile. You must have at least **2 Population** to place this tile. (2)

+1 Reputation when placed, and take **$2** for each of your Industrial, Civic, Residential, or Commercial tiles, including this one. (2)

+1 Population when placed, and **+1 Income** for each adjacent Residential tile. (2)

+2 Income when placed. In addition, at the end of the game when goals are being scored, a player with a Law Office may score one public or private goal they are tied for as if they had won it.

If you placed both Law Office tiles, you may score two different goals you tie for. If you place an Investment marker on a Law Office, you may score one additional goal you are tied for. And if you have both Law Office tiles and place Investment markers on both of them, you may score up to four different tied goals.

When playing with the *Suburbia 5 Star* expansion, the "Score a Tied Goal" conditional effect only works when a goal is tied with another player who is in the same position on the Star track. (2)

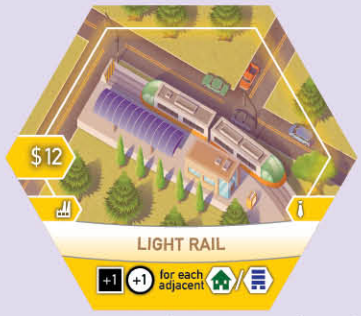
Redevelopment Planner is a special "black" (not gray) tile used as a placeholder. After you place a Redevelopment Planner, you may, on any future turn, replace it with any faceup tile (either from the Real Estate Market or a standard tile). You pay nothing for the replacement tile (not even the amount above the tile on the Real Estate Market). The replacement tile must go in the same location as the removed Redevelopment Planner tile. Then remove the Redevelopment Planner tile from the game.

No other tiles interact with a Redevelopment Planner when you place it (i.e., you do not receive **$** from placing it next to a Lake tile or increase **Reputation** from placing it next to a Community Park or Museum).

Investment markers may not be played on a Redevelopment Planner tile. (2)

B Tiles (10)

+4 Reputation when placed, and take **$2** for every Border in any borough. You must place a Checkpoint adjacent to one of your Borders. (2)



+1 Reputation and **+1 Income** for each adjacent Commercial or Residential tile. (2)

+2 Population for each adjacent Industrial, Civic, Residential, or Commercial tile. (3)

+7 Reputation when placed, and pay **$2** to the supply for every Industrial tile in any borough. You may not place (or invest in) this tile unless you have enough **$** to both purchase the Water Purification Plant tile and pay **$2** for every Industrial tile. Whenever anyone places an Industrial tile in the future, you must pay **$2** to the supply. If you don't have enough **$** to pay when someone else places an Industrial tile, you lose **1 Population** for every **$1** that you cannot pay. (3)

C Tiles (6)

+2 Income when placed, and **+1 Reputation** for each of your Commercial tiles. (2)

+3 Reputation when placed, and **+2 Population** for each of your Residential tiles, including this Lake House. You must build a Lake House tile adjacent to a Lake tile. (2)

The cost of the Redistricting Office is **$6** per player in the game, including you (plus any additional Real Estate Market cost). For instance, in a 4-player game, the tile costs **$24**, while in a 2-player game, the tile costs only **$12**.

When you place a Redistricting Office, increase your **Population** by 5 for each of your opponents (decreasing **Income** and **Reputation** for each red line you cross). For instance, if you have three opponents, increase your **Population** by 15. Each of your opponents must reduce their **Population** by 5 (increasing **Income** and **Reputation** for each red line they cross backward). If any opponent does not have enough **Population** available, reduce their **Population** to 0 (but you still increase 5 **Population** for their borough).

If playing the Lone Architect solo game, this tile costs **$6** and does not increase your **Population**. (2)

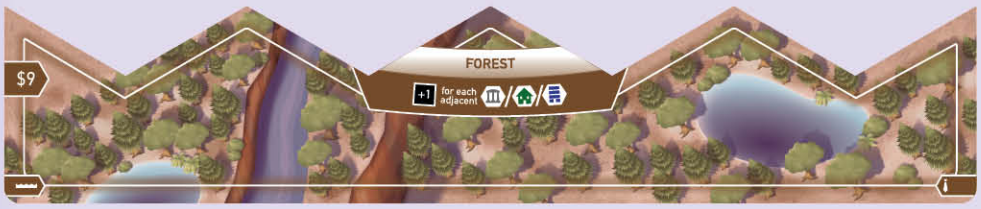
Border Tiles (12)

+2 Reputation when placed, and **+2 Income** for each adjacent Industrial or Residential tile.

+1 Reputation when placed, and take **$8** from the supply for each adjacent Industrial, Civic, Residential, or Commercial tile.

+3 Reputation when placed, and **+3 Population** for each adjacent Residential or Commercial tile.

+5 Income when placed, and pay **$10** to the supply for each adjacent Industrial, Civic, Residential, and Commercial tile. You must pay when placing this Border, and when placing an Industrial, Civic, Residential, or Commercial tile next to this Border.



+1 Reputation for each adjacent Civic, Residential, or Commercial tile.

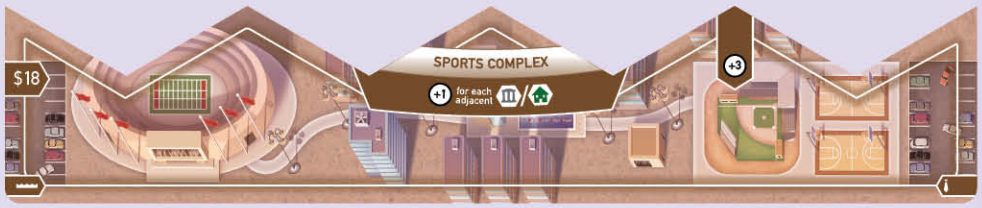
+1 Income when placed, and **+5 Population** for each adjacent Civic tile.

+2 Reputation for each adjacent Industrial, Civic, Residential, or Commercial tile.

+2 Reputation when placed, and **+1 Reputation** for each adjacent Industrial, Civic, Residential, Commercial, or Lake tile.

+1 Reputation when placed, and **+1 Income** for each adjacent Industrial, Residential, or Commercial tile.

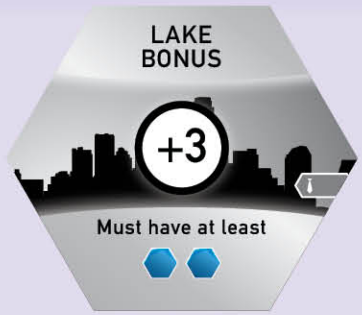
+5 Income when placed, and **–7 Population** for each adjacent Industrial, Civic, Residential, Commercial, or Lake tile. You must have the **Population** available to remove when placing this border and when placing a tile adjacent to it.



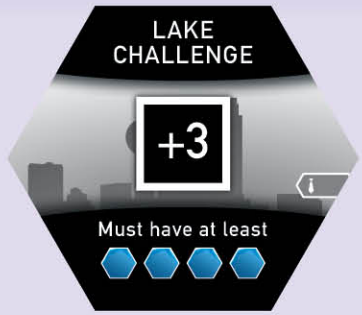
+3 Income when placed, and **+1 Income** for each adjacent Civic or Residential tile.

+3 Income when placed, and **+1 Income** for each adjacent Industrial or Commercial tile.

Bonus Tiles (10)



Challenge Tiles (10)



Goals (5)

Tiles shown on Bonus and Challenge tiles can exist anywhere in your borough, and do not have to be arranged in the configurations shown on the tiles. Though, if you do arrange them in the configurations shown, all the other players at the table should watch you carefully for the rest of the game, as you're clearly toying with them.

Suburbia Con Tiles

A Tiles (2)

+1 Gold Star when placed, and **+1 Reputation** for every Con tile in any borough, including this tile. (1)

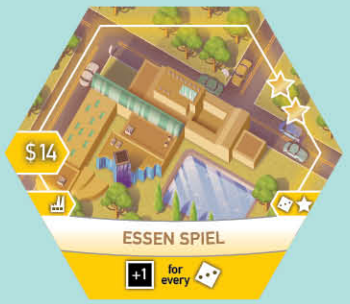
+1 Gold Star when placed, and **+1 Reputation** for every Con tile in any borough, including this tile. (1)

B Tile (1)

+1 Gold Star when placed, and **+1 Reputation** for every Con tile in any borough, including this tile. (1)

C Tiles (2)

+2 Gold Stars when placed, and **+1 Reputation** for every Con tile in any borough, including this tile. (1)



+2 Gold Stars when placed, and **+1 Reputation** for every Con tile in any borough, including this tile. (1)

Suburbia Essen Spiel

A Tiles (2)

+2 Reputation when placed, and **+2 Reputation** for each adjacent Essen tile. Each borough is limited to one Grugapark tile. (2)

B Tiles (2)

+2 Income when placed, and **+2 Income** for each adjacent Essen tile. Each borough is limited to one U-bahn tile. (2)

C Tiles (2)

+1 Income and **+1 Reputation** when placed, and **+1 Income** and **+1 Reputation** for each adjacent Essen tile. Each borough is limited to one Messe Essen tile. (2)

Suburbia 5 Star

A Tiles (15)

+1 Gold Star and **+1 Reputation** when placed. (1)

+1 Gold Star and **+1 Reputation** when placed, and **+1 Income** for each adjacent Residential tile. (1)

+1 Gold Star when placed, and **+1 Income** for each of your Residential tiles. (1)

+1 Gold Star and **+1 Income** when placed. (1)

+2 Gold Stars when placed, and take **$2** from the supply for every Civic tile in any borough. (1)

+1 Gold Star and **+6 Population** when placed, and **–2 Reputation** for each adjacent Residential tile. (1)

+1 Gold Star and **+1 Income** when placed, and take **$5** from the supply for each adjacent Industrial tile. (1)

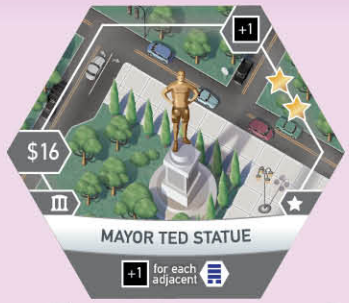
+1 Gold Star when placed. (1)

+1 Gold Star and **+1 Income** when placed, and **+1 Population** for each adjacent Commercial tile. (1)

+1 Gold Star and **+1 Income** when placed, and **+1 Population** for each adjacent Civic tile. (1)

+1 Gold Star when placed, and **+1 Population** for each adjacent Star tile. (1)

+1 Gold Star and take **$1** from the supply for each of your **Population** when placed. When you place an Investment marker on Dollar Arcade, **+1 Gold Star** and take **$1** for each of your **Population** at the time you place the marker. (1)



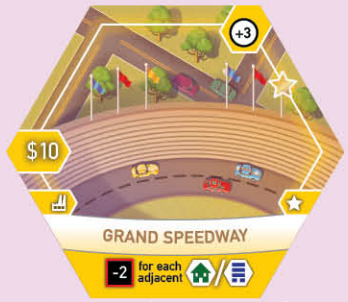
+2 Gold Stars and **+1 Reputation** when placed, and **+1 Reputation** for each adjacent Commercial tile. (1)

+2 Gold Stars when placed, and **+1 Income** for each adjacent Residential or Commercial tile. (1)

+1 Gold Star and **+2 Population** when placed, and **–1 Reputation** for each adjacent Commercial tile. (1)

B Tiles (18)

+1 Gold Star and **+3 Population** when placed, and **+1 Reputation** for each adjacent Residential tile. (1)



+1 Gold Star and **+3 Income** when placed, and **–2 Reputation** for each adjacent Residential or Commercial tile. (1)

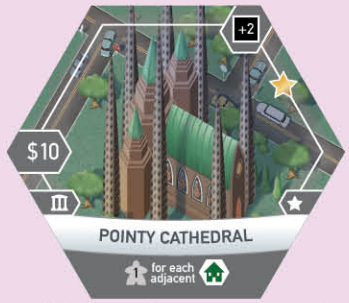
+2 Gold Stars and **+2 Income** when placed, and **+1 Population** for each adjacent Residential tile. (1)

+1 Gold Star when placed, and **+1 Income** for every School in any borough. (1)

+1 Gold Star and **+1 Reputation** when placed, and **+1 Population** for each adjacent Residential tile. (1)

+1 Gold Star when placed, and **+1 Reputation** for every School in any borough. (1)

+3 Gold Stars and **+2 Income** when placed, and **–3 Reputation** for each adjacent Civic, Residential, or Commercial tile. (1)



+1 Gold Star and **+2 Reputation** when placed, and **+1 Population** for each adjacent Residential tile. (1)

+1 Gold Star and **+5 Income** when placed, and **–2 Reputation** for each adjacent Civic, Residential, or Commercial tile. (1)

+1 Gold Star when placed, and take **$2** from the supply for each of your Star tiles including this tile. (1)

+1 Gold Star and **+2 Income** when placed. (1)

+1 Gold Star and **+6 Population** when placed. (1)

+1 Gold Star and **+1 Reputation** when placed, and **+2 Income** for each adjacent Commercial tile. (1)

+1 Gold Star and **+2 Income** when placed, and **+1 Income** for each adjacent Residential tile. (1)

+1 Gold Star and **+1 Population** when placed. (1)

+1 Gold Star when placed, and **+1 Gold Star** for each adjacent Star tile. (1)

+2 Gold Stars and **+2 Reputation** when placed, and **+2 Reputation** for each adjacent Commercial tile. (1)

+2 Gold Stars and **+3 Reputation** when placed, and **+5 Population** for each adjacent Residential tile. This tile must be placed adjacent to a Lake tile. (1)

+1 Gold Star and **+1 Reputation** when placed, and **+1 Reputation** for each adjacent Civic tile. (1)

+1 Gold Star and **+3 Income** when placed, and **+2 Reputation** for each adjacent Star tile. (1)

+1 Gold Star and **+1 Income** when placed, and **+1 Reputation** for each of your Star tiles. (1)

+1 Gold Star and **+2 Reputation** when placed, and **+2 Income** for each adjacent Residential tile. (1)

+1 Gold Star and **+1 Income** when placed, and **+1 Income** for each adjacent Lake tile. This tile must be placed adjacent to a Lake tile. (1)

+2 Gold Stars and **+1 Reputation** when placed, and **+1 Income** for each adjacent Civic tile. (1)

+2 Gold Stars and **+5 Population** when placed, and **+1 Reputation** for each adjacent Lake tile. This tile must be placed adjacent to a Lake tile. (1)

+2 Gold Stars and **+2 Income** when placed, and **+1 Reputation** for each adjacent Civic tile. (1)

+3 Gold Stars and **+1 Reputation** when placed. (1)

+3 Gold Stars and **+4 Reputation** when placed. (1)

+1 Gold Star and **+1 Reputation** when placed, and **+3 Reputation** for each adjacent Residential tile. (1)

+1 Gold Star and **+1 Income** when placed, and **+1 Reputation** for every Restaurant in any borough. (1)

C Tiles (17)

+4 Gold Stars when placed, and **–1 Population** when you pass a red line on the scoreboard. When passing a red line due to moving from a higher number to a lower number on the scoreboard, this tile has no effect (i.e., you do not regain lost **Population**). (1)

+1 Gold Star and **+2 Income** when placed. (1)

+2 Gold Stars and **+3 Reputation** when placed, and **–7 Population** for each adjacent Industrial, Civic, Residential, or Commercial tile. (1)

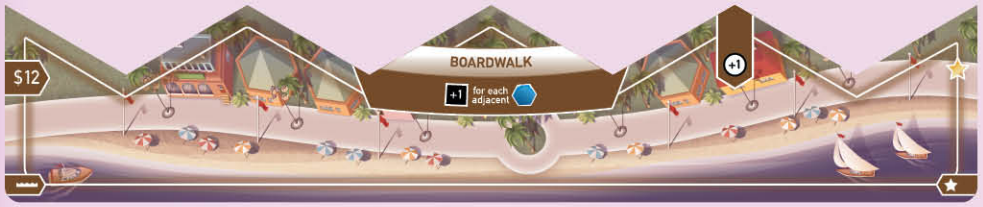
+3 Gold Stars and **+1 Reputation** when placed, and **+1 Reputation** for each adjacent Civic tile. (1)

+1 Gold Star and **+2 Reputation** when placed, and **+1 Income** for each adjacent Commercial tile. (1)

Basic Tiles (6)

Suburbia 5 Star adds two each of the three basic tiles. These are only used for the 5-player version of *Suburbia 5 Star*.

Border Tiles (6)



+1 Gold Star and **+1 Income** when placed, and **+1 Reputation** for each adjacent Lake tile.

+1 Gold Star and **+3 Reputation** when placed, and **+1 Income** for each adjacent Industrial, Residential, or Commercial tile.

+2 Gold Stars and **+2 Reputation** when placed, and **+1 Reputation** for each adjacent Civic tile.

+1 Gold Star and **+1 Income** when placed, and **+2 Income** for each adjacent Residential tile.

+1 Gold Star and **+2 Reputation** when placed, and **+1 Gold Star** for each adjacent Star tile.

+1 Gold Star and **+7 Reputation** when placed, and **–1 Reputation** for each adjacent Industrial, Civic, Residential, or Commercial tile.

Bonus Tiles (1)

Challenge Tiles (1)

Goals (3)

Controlling Tile Distribution with Expansion Tiles

Adding a large number of expansion tiles creates a highly varied game experience, but decreases the value of some of the interactive tiles such as Restaurants, Airports, and Schools.

While you can use tiles from all expansions in a single game, you'll probably have a better playing experience if you choose which tiles to include and which ones to omit *before* you shuffle each stack.

To maintain the interactive fun of the base game, add the tiles from the base game that have interactivity icons first, then add some random tiles to each stack before counting out the number of tiles you need for each stack.

Another way to maintain interactivity is to swap out entire sets of interactivity icons. Taking out all the tiles with Office icons, for instance, leaves more tiles with the other icon sets to play off of each other. The easiest icon sets to remove are Skyscraper and Car Dealership, since these are small sets.

In addition, all tiles in the *5 Star* expansion add the Star icon, and the *Nightlife* expansion adds a Moon icon. The Essen and Con expansions add their own interactivity icons too. The *Inc.* expansion's Borders are considered new interactivity icons. Including several of these tiles adds additional interactivity to the game, allowing you to remove one of the other types.

If you *do* remove an interactivity icon entirely from the game, be sure to remove any associated goals as well, or allow players who draw them to discard them and choose another.

Also, be sure to let all players know which interactivity tiles are in the game, and which ones have been removed.

Some players prefer to remove tiles they are less enamored with. Then they get more tiles they really like, but it's still not guaranteed that any particular tile or set of tiles will be in the mix.

You can fully customize your stacks by including your favorite tiles as you count out the number of tiles needed for each stack. However, knowing exactly what tiles are in each stack takes away some of the excitement of the game.

You can have a great game experience by shuffling *all* of the expansion and base game tiles together (by stack, though... keep the As, Bs, and Cs separated), count out the tiles you need, and place them in their respective stacks. The result of this is much more chaotic than a planned setup of a game.

Finally, you can play with tiles from the expansions only. One of the nice things about the *Suburbia Expansion* set is that you have plenty of tiles to choose from!

Suburbia Nightlife

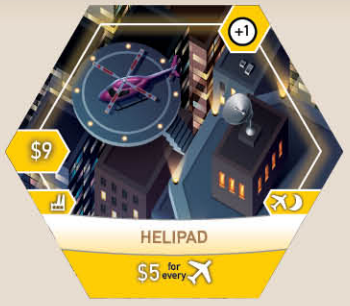
A Tiles (12)

+2 Income when placed, and pay **$2** to the supply for each of your Nightlife tiles, including this tile. (2)

+4 Reputation when placed, and **–1 Population** for every Commercial tile in any borough. (2)

+1 Income when placed, and take **$1** from the supply for every Commercial tile in any borough, including this tile. (2)

+13 Population when placed, and **–1 Population** for each of your Nightlife tiles, including this tile. (2)



+1 Income when placed, and take **$5** from the supply for every Airport in any borough, including this tile. (2)

+2 Income when placed, and **–1 Population** for each of your Nightlife tiles, including this tile. (2)

B Tiles (10)

+1 Population for every Nightlife tile in any borough, including this tile. (2)

+1 Reputation when placed, and **$1** for every Residential tile in any borough, including this tile. (2)

+2 Reputation when placed, and ignore all future negative (red) Nightlife ☽ effects. (2)

+1 Income when placed, and take **$1** from the supply for every Nightlife tile in any borough, including this tile. (2)

+2 Income when placed. (2)

C Tiles (10)

+1 Reputation when placed, and **+5 Population** for every Restaurant in any borough. (2)

+2 Reputation when placed, and take **$2** from the supply for every School in any borough. (2)

+4 Income when placed, and pay **$1** to the supply for each of your Commercial tiles, including this tile. (2)

+1 Income and **+2 Reputation** when placed, and take back all negative Nightlife effects (regain lost **Population** or paid **$**), and ignore all future negative (red) Nightlife ☽ effects. (2)

Bonus Tiles (2)

Challenge Tiles (2)

Goals (4)

–1 Reputation when placed, and **+2 Population** for every Civic tile in any borough. (2)